

1 Important Information

Basic Information

2 Online Features

Introduction

3 About the Game

4 Getting Started

5 Saving Data

Controls

6 Basic Controls

7 Egg Controls

Story Mode

8 Map Screen

9 Playing the Game

10 Gameplay Screen

11 Items

12 Switches and Things

13 All about Eggs

14 Transformations

2P Minigame Mode

15 Minigames

SpotPass

16 SpotPass Functionality

Troubleshooting

17 Support Information

1 Important Information

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

Please note that, for this manual, "Nintendo 3DS™" refers to both Nintendo 3DS and Nintendo 3DS XL.

IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

IMPORTANT

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.

© 2014 Nintendo

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.

CTR-P-ATAE-00

This software supports the Nintendo Network™.

You can choose to allow this software to connect to the Internet and send gameplay information to Nintendo. See SpotPass Functionality (page 16) for more details.

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.

About Nintendo Network



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games and content, and exchange images and messages.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend code to people you don't know.

3 About the Game



Play as Yoshi™ (with Baby Mario™ on his back!) in this side-scrolling action game. Gobble up enemies, toss eggs, and help Yoshi survive a brand-new island in order to rescue Baby Luigi™ and save the day!

If you're playing this game for the first time, you'll be asked if you want to activate the SpotPass™ feature (page 16). Anytime after that, you'll go straight to the title screen when starting the game.

Menu Controls

Navigate the menu using the following controls:

Select an option	+ / ○
Confirm	A
Cancel	B

◆ You can also select and confirm options on the Touch Screen.

File Menu

To start a game from the beginning, select New Game. To continue your adventure, select the data file you have been using and then proceed to the mode-selection screen.



Mode-Selection Screen

Choose which mode you want to play.



Story Mode (pages 8-14)

Survive the perilous levels of six fun worlds to reunite Baby Mario with his green-clad brother.

2P Minigame Mode (page 15)

Play fun minigames with a friend using local wireless or Download Play.

Options

The following settings can be altered:

Controls

Select A Style or B Style controls.

Egg-Toss Style

Set your egg-tossing style to Patient, Hasty, or Gyro (page 7).

SpotPass

Activate or deactivate SpotPass features for this game.



Your game progress automatically saves to your file each time you complete a level.

Copying a File

Select Copy in the file menu to copy data from one save file to another.

Erasing a File



Select Erase in the file menu to delete the data of one of your files.

Erased data cannot be recovered, so please make sure you don't mind losing it.


- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any such modification is permanent, so please use caution.

This game has two control styles: A Style and B Style. This manual is written around A Style.


◆ You can view the controls for B Style when selecting it from the Options menu.

◆  and  perform the same function.


Move

Press .


Crouch

Press .

Jump


Press  to jump.

Flutter Jump

Jump and hold down  to float in the air for a short time.




Ground Pound



Press  when Yoshi's in the air to attack enemies or hammer down posts with a ground pound.





Gobble and Spit

Press  to flick out Yoshi's tongue. Use this to swallow enemies and other objects.




Press  and  to "lick" upward.

◆ After swallowing something, press  to spit it back out as an attack.

 will appear when trying to swallow certain larger enemies. When this happens, press any button repeatedly to finish swallowing the enemy.




Enter a Pipe

Press  in the direction of the pipe to enter it.



Enter Doorways

Stand in front of a doorway and press  to enter.



Making Eggs

After swallowing an enemy, press \square to make an egg (page 13).



- ◆ You can carry up to six eggs.
- ◆ Not all enemies can be turned into eggs.

Throwing Eggs

Throw eggs at enemies and other objects. You can switch your egg-toss style between Patient, Hasty, or Gyro in Options.

Patient

- 1 Press \times / \square to display the aiming cursor (\times).



- 2 \times will move up and down. Line it up with your target, and then throw an egg by pressing \times / \square once more.



While \times is displayed...

- Press and hold \square to aim \times directly upward.
- Press \circ / \square to lock \times in place.
- Press \circ / \square to cancel an egg toss.

Hasty

- 1 Press and hold \times / \square to make \times appear.
- 2 Line up the moving \times with your target, and then let go of \times / \square to toss an egg.

Gyro

- 1 Press \times / \square to display the aiming cursor (\times).



- 2 Line up \times with your target by tilting the Nintendo 3DS system left or right.
- 3 Press \times / \square once more to toss an egg.

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

8 Map Screen

Here you select which world and level you want to play. Selecting a level will bring you to the gameplay screen (pages 9-10).



1 Current world and level name

2 Remaining lives

3 Collected coins (page 11)

4 World

Touch to change worlds.

5 Levels

Bosses are found in levels 4 and 8 of each world. Beat the boss in level 8 to progress to the next world.

6 Level progress

These display when you have met any of the following conditions when clearing a course:

★ : Collected 30 stars (page 9)

🔴 : Collected 20 red coins (page 11)

🌻 : Collected five smiley flowers (page 11)

7 Egg Medal count (page 9)



Your objective is to survive to the end of each level, defeating enemies and dodging traps as you go. Once you've cleared a level, you'll then be able to proceed to the next one.



Star Power

When you get hit by an enemy, Baby Mario will fall off Yoshi's back and your star power (★) will start decreasing. Hurry to grab Baby Mario before the counter reaches zero!



Once you've got the baby back, your star power will start regenerating until it reaches 10.

If the counter reaches zero...

Baby Mario will get taken away by Kamek's henchmen, and you'll lose a life.

Checkpoint Ring

If you pass through this ring, you'll be able to restart the level from that point if you lose a life. It also increases your star power by 10.



◆ Your progress will be lost if you return to the map screen or if you get a game over.

Clearing Levels

Jump through the Goal Ring to finish a level. You earn Egg Medals if the roulette stops on a smiley flower (☺).



◆ There is one ☺ on the Goal Ring for every smiley flower you find in that level.

◆ You get an Egg Medal for every flower you find.

Egg Medals

You can earn up to 30 of these egg-shaped medals in each world. Something cool happens when you collect them all...



Losing a Life

The following will cause Yoshi to lose a life:

- Your star-power count reaches zero and Baby Mario is kidnapped
- You fall into a hole or lava
- You touch spikes or certain other traps

Game Over

If you lose all your lives, it's game over! If that happens, you'll be given five lives, but you'll lose your progress in the level you were playing.

Using the Gameplay Screen



1 Message Block

Hit these from below to get helpful hints and tips on how to play.

2 Collected items

Shows how many items you've collected and how many you still need to complete the current level's collection goals.

★ : Stars

● : Red coins

☺ : Smiley flowers

3 Remaining lives

4 Collected coins

Looking Up and Down

In certain areas, you can move the camera up with $\oplus/\odot\uparrow$ or down with $\oplus/\odot\downarrow$ to scope out places you couldn't see before.

Pause Menu

Press **START** while on the gameplay screen to display the pause menu. Here you can return to the map screen or adjust settings in the Options menu.



Coins

Collect 100 to gain an extra life.



Red Coins

There are 20 of these scattered throughout each course. Find them all, and remember that they also go toward your normal coin count.



Stars

These increase your star power by one, up to a maximum of 30.



Smiley Flowers

There are five of these hidden in each course.



Watermelons

Swallow one and press **B** to spit seeds as an attack. You'll come across different kinds, such as red watermelons that let Yoshi breathe fire and blue watermelons that let Yoshi breathe ice!



Yoshi Stars

Grab one to transform into the invincible Super Yoshi! Hold down **X** while dashing to make Super Yoshi run up walls and across ceilings.



Red Yoshi Stars

Touch one of these to zoom along like a rocket! Use **Y** to adjust your position.



Flutter Wings

If you lose a life several times in the same level, Mr. Pipe will lend you these special wings. Wearing them allows you to flutter-fly by holding down **A**. It's like a flutter jump that never quits!



Mr. Pipe

This mysterious character may appear at certain times to help you out.



Winged Clouds

If you hit one of these with an egg or enemy, all kinds of things might happen!



Egg Block

Hit one of these from below to make an egg pop out. You won't get a thing if you're already maxed out on eggs!



Switches

Jump on these to make all kinds of different things happen.



Keys and Doors

Every lock has a key. Find a locked door's key in the level to get through!




Arrow Cloud

Throw an egg at one of these to send the egg flying in the direction its arrow is pointing.



Binoculars

Grab these to look around Yoshi's immediate surroundings for a short time. Scope things out by moving the Nintendo 3DS system around, or use .



Tossing eggs is useful for defeating enemies and affecting objects in the world. There are also special varieties, like Mega Eggdozers and Metal Eggdozers.

Standard Eggs





As an egg bounces off walls, pipes, and other obstacles, it will turn from green to yellow and finally to red.



◆ A red egg will be lost if it hits an obstacle, since it lacks the ability to bounce off things.

Eggs and Items

Hit an enemy with an egg to score an item--the different egg colors each yield a different item.

-  Produces one coin.
-  Produces three coins.
-  Produces two stars.
-  Produces one red coin.
- ◆ These only appear in certain levels.

Mega Eggdozers

One way to get a Mega Eggdozer is by swallowing a Mega Guy. Throw it to squash enemies, smash pipes, and just generally cause chaos!



◆ A Mega Eggdozer will replace all of your normal eggs.

◆ If you go through a small space while carrying a Mega Eggdozer, it will get left behind.

Mega Eggdozer Gauge

Fill this meter by smashing pipes and other parts of the environment. You'll get a 1-Up for each bar that gets filled.



Metal Eggdozers

One way to get a Metal Eggdozer is by swallowing a Metal Guy. If you throw one, it'll roll along the ground, smash rocks, squash enemies, and shake things up!



When carrying a Metal Eggdozer...

Metal Eggdozers are heavy and weigh Yoshi down. You can't flutter-jump while holding one, but it does let you walk around underwater. Explore under the sea, and then toss the egg to float back to the surface.

If you walk through a Whirly Gate, Yoshi will transform for a short time. Try to make it to the exit



- ◆ Tilt the Nintendo 3DS system side to side to control Yoshi while he's transformed.
- ◆ Press **START** to view the controls for each transformation.

Pick up a Time Booster to extend your time so you can stay transformed a bit longer.



Transformations

Mine Cart

Yoshi barrels along like a mine cart. Press any button to jump.



Hot-Air Balloon

Float up into the sky while dodging obstacles. Press any button to slow down.



Jackhammer

Press any button to drill through blocks.



These are just a few of Yoshi's transformations.

Play fun minigames with a friend using local wireless or Download Play.

- ◆ You'll unlock more minigames as you play through the single-player adventure.

What You Need to Play:

- Two Nintendo 3DS systems
- At least one copy of Yoshi's New Island™

Both players own this game
(Local Play) 

Hosting a Game

- 1 Select Host.



- 2 Once your system has found the other player, select his or her name.



- 3 Choose a minigame to play.

Joining a Game

Select Join, and then select the other player's name when it appears.

One player owns this game
(Download Play) 

Sharing a Game

- 1 The player who owns a copy of Yoshi's New Island should select Share and then select the other player's name once it appears.

Joining a Shared Game

- 1 The person who owns the game should select Share. The other person should open the Download Play application from their system's HOME Menu.



- 2 Touch the Nintendo 3DS logo, and then select Yoshi's New Island. Once this is done, press OK.

- ◆ A system update may be required. If so, follow the on-screen instructions to update your system. If you see the message "The connection was interrupted" and the system update fails, try updating the system via **System Settings**. For detailed instructions, refer to the "System Update" page within your system's Operations Manual.

- ◆ You cannot activate Sleep Mode while the system update is downloading.



Sending Gameplay Data (SpotPass)

This software supports SpotPass via an Internet connection. With SpotPass activated, the system will automatically search for a wireless access point while in Sleep Mode and send data on how you play this game to Nintendo, without having to launch the game itself. Data sent to Nintendo will be used for the development of future products. You can deactivate SpotPass for this software at any time in the Options menu.

- ◆ Data received through SpotPass is saved on your SD card. As such, it is recommended that you keep an SD card inserted in your system at all times.



Activating SpotPass

Set the **Send Data?** setting to **YES** in the game's Options menu.

- ◆ **Deactivating SpotPass**

Set the **Send Data?** setting to **NO** in the game's Options menu to deactivate.



Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078